

LOO-KEE

Hides and Sees All in Etheria



REAL NAME Petraut Edeltran **BIO** Loo-Kee is a humorous Etherian cherub imp from deep within Whispering Woods. He travels throughout Etheria and watches out for She-Ra and her friends. He is always on the side of the forces of good yet never participates in an open conflict. His powers were bestowed by Light Hope allowing him to hide out and alert his friends to danger. He enjoys telling stories with morals to ensure a tale's full value and clarity is understood by all. Watch out! You never know where he might be hiding!



DO YOU SEE ME?! Kowl and Loo-Kee, packaged together on a single card, were released as the "chase" figure of 2014. Like the Spirit of Hordak in 2013, Kowl and Loo-Kee would sporadically and unexpectedly show up for sale on MattyCollector.com throughout the year and then disappear again. While this method of releasing figures was received with criticism and frustration among collectors, at least it fit well with Loo-Kee's shtick of hiding in every episode of the classic Filmation POP cartoon, only to show up at the end to ask viewers if they were able to find him.

VINTAGE VAULT The vintage Loo-Kee figure (right) was released in the Princess of Power toyline's third wave in 1987. The

figure, which came equipped with a blue comb and brush, featured real fur and had wheels in his feet that would

make his eyes shift as he was pushed along a smooth surface. For the MOTUC figure, however, the rather goofy look of the vintage toy was abandoned in favor of making Loo-Kee look much more like his classic animated design.



ACCESSORIES

NONE

MOTUC #167A • AFFILIATION The Great Rebellion • **SUBSCRIPTION** N/A • **PRICE** \$20
• ORIGINAL FIGURE RELEASE MattyCollector.com (2014) • **RELEASE TYPE** Carded Chase Figures

SIZE MATTERS Of the two figures, Loo-Kee was slightly taller (although to the tip of Kowl's ears, the figures were about the same height). Loo-Kee stood about knee-high to a regular MOTUC figure.



ALL NEW Loo-Kee was comprised of 100% new sculpting.



ALL NEW Due to his size, Loo-Kee was not very articulated. He had only four points total — neck, arms, and tail (all of them swivel joints). His legs were not articulated.



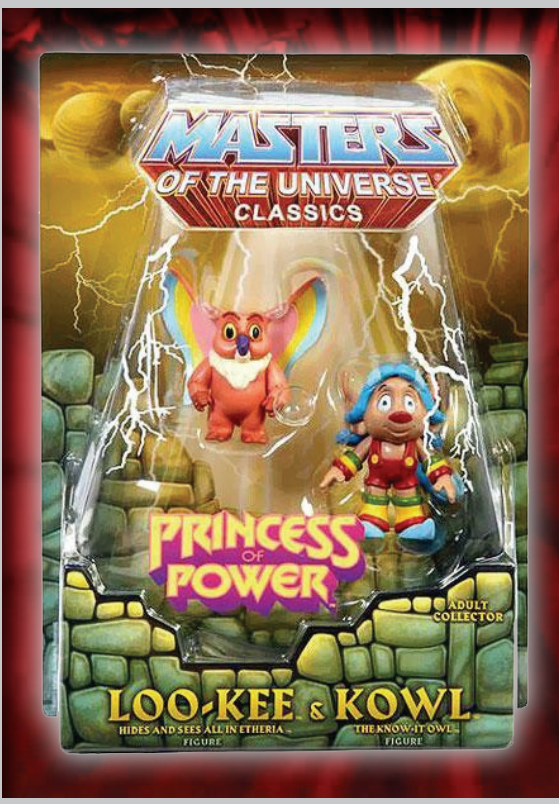
TRIVIA

At San Diego Comic-Con in July of 2013, Mattel ran a "Find Loo-Kee Contest." Every day of the convention, a Loo-Kee figure was hidden somewhere in the Mattel booth. The first SDCC attendee to snap a picture of Loo-Kee each day and post it in the MattyCollector.com forums would win a 2014 Masters of the Universe subscription valued at approximately \$500.



The following copy was written for Kowl and Loo-Kee's sales page on MattyCollector.com: "Here he is! You found Loo-Kee! A member of the Conceals species, he's the 2014 'chase' figure along with Kowl, sidekick to Bow. These two important figures from the POP series are both approximately 2.5" tall, and feature head and arm articulation. Wise Kowl features the classic animated colors and arrives with a flying stand."

The holes in the bottoms of Loo-Kee's feet could be used to plug him onto Kowl's flight stand, but the end result looked rather awkward and did not balance at all.



KOWL

The Know-It Owl



REAL NAME Kowl **BIO** Kowl, the know-it-all owl of Etheria is a great friend and ally to She-Ra. He can answer all questions asked of him. After his tribe was attacked by Horde invaders, he allied with the Great Rebellion and is a particular close friend of the arrow-man Bow.

COMPARISON

TIME Kowl (in his yellow vintage toy colors) was first released in October of 2013 as part of Weapons Pak #4 (End of Wars Assortment). For this two-pack, he was recolored to match his look in the Filma-tion POP cartoon.



CARTOON

CORNER The vintage Kowl figure (right)

was released in the Princess

of Power toyline's first

wave in 1985. The figure was partially flocked

and sported a "fortune telling" action feature, but

the yellow color scheme of the toy did not match the more orange coloring of his animated appearance. As

noted above, both colorations of Kowl were released in MOTUC.



ACCESSORIES



MOTUC #167B • AFFILIATION The Great Rebellion • **SUBSCRIPTION** N/A • **PRICE** \$20
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (2014) • **RELEASE TYPE** Carded Chase Figure

BEST PALS > With some careful balancing, Kowl could be made to stand on Bow's shoulder, as he often did in the Filmmation POP cartoon.



TRIVIA

When Kowl was first released in the fourth Weapons Pak, he was not given a bio. The omission was rectified by this two-pack, albeit with one of the shortest bios in the entire line at only three sentences total.



To the tip of his ears, Kowl stood about knee-high to a regular MOTUC figure.

< BIRD IN FLIGHT While Kowl's flight stand looked quite similar to the flight stands previously released with Orko, the Unnamed One, and Tri-Klops' Doomseeker, the base on Kowl's flight stand was wider than all of its predecessors, which gave it more stability, as was necessary considering how top-heavy the figure made it.

< THREE POINTS Due to his size, Kowl was not very articulated. He had only three points total — neck and arms (all of them swivel joints). His legs were not articulated.

An official bio for the yellow version of Kowl (dubbed "Brave Kowl — Hero of the Whispering Woods") was revealed on He-Man.org on May 13, 2019.

Pictured on Kowl/Loo-Kee's cardback were Bow, Netossa, Orko, She-Ra, and Glimmer.



ALTERNATE VIEWS > Featured here are turnaround images of the yellow version of the Kowl figure that was first released in Weapons Pak #4 (End of Wars Assortment).



BRAVE KOWL Hero of the Whispering Woods



When the Rebels ended the tyranny of the Evil Horde on Etheria, Kowl and Bow led great celebrations of song and revelry. However, villains such as the mysterious Volcano Magus continued their schemes against the forces of good. A demigod wizard from the Region of Volcanoes, he craved the nature magic of Whispering Woods. When he learned the Twiggetts were inextricably linked to that magic, the Volcano Magus used his powers to petrify the former Rebels and kidnap Sprag, Spritina, and Sprocker in a plot to drain the energies of Whispering Woods from their very souls. Kowl, who escaped the petrification curse, pored over the spellbooks of Madame Razz and learned of a powerful Entrapment Gem which she hid in an old shoe. Upon touching the gem, Kowl's coloration changed to pale yellow, a result of the stone's mystical properties. Confronting the Volcano Magus, Kowl raised the Entrapment Gem and spoke in the ancient tongue of the First Ones. Before he could react, the Magus was sucked into the gem and trapped, breaking the curse he'd placed on the Rebels and freeing the kidnapped Twiggetts.

LIZARD MAN

Heroic Cold Blooded Ally



REAL NAME Gayn **BIO** Known as “Lizzie” by his friends, Lizard Man shares many attributes with his Reptile brethren but chooses to align with He-Man and the Masters of the Universe. Although he deals with discrimination due to his genetic connection with the cold-blooded Snake Men, he is good-humored and has a warm heart. With his agility, balance and fighting skills. Lizard Man is a devoted member of the Masters of the Universes, displaying his bravery whether fighting Skeletor’s henchman or being tossed into the air to aid the speedy rescue of the Sorceress. With his strong, thrashing tail and light, agile body Lizard Man stealthily fights the forces of evil.



CARTOON CORNER

Lizard Man was a character created for the Filmation *He-Man and the Masters of the Universe* cartoon. He made his debut in the episode “She Demon of

Phantos” and subsequently

appeared three more times, including a cameo in *He-Man & She-Ra: A Christmas Special*. In one of these appearances (“The Rarest Gift of All”), his skin and hood were brown and he wore glasses. He never received an action figure in the vintage toyline.



ACCESSORIES



SAME AS Lizard Man re-used the shoulders, biceps, forearms, upper legs, and calves from Modulok. All of his other pieces were newly sculpted. Unlike most MOTUC figures, Lizard Man lacked ab crunch articulation.



HI THERE! Lizard Man’s hands were made of semi-translucent green plastic, allowing light to pass through the webbing between his fingers.



MOTUC #168 • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (January 15, 2015) • **RELEASE TYPE** Carded Figure



BONE TO PICK Both of Lizard Man's accessories were intended for Skeletor. This bone sword was a weapon Skeletor used in the Filmation MOTU cartoon.

DISAPPEARING ACT The Diamond Ray of Disappearance, from the Filmation MOTU cartoon episode of the same name, was Lizard Man's second accessory. Molded to fit in Skeletor's right hand, the gem portion of the accessory glowed in the dark. The official bio for the Diamond Ray was revealed on He-Man.org on June 10, 2019.



DIAMOND RAY OF DISAPPEARANCE

Cursed Ancient Artifact

The Diamond Ray of Disappearance was a talisman of considerable power created by the Overlords of Trolla as a magic key between dimensions. For centuries they used it to observe the multiverse, but when one of their own betrayed them, they used it to trap him in the Nameless Dimension. To prevent anyone from setting him free, they cast the diamond into space. Later, their betrayer the Unnamed One tried to recover the diamond with sorcery, but his effort was thwarted by one of the Cosmic Warriors, and the diamond fell to the planet Eternia, drawn to the planet's Star Seed. Determined, the Unnamed One sent his servant King Hssss to find the diamond, but the Viper Lord failed to locate it before his own defeat. Many centuries later, Skeletor sought to the Diamond Ray, which was known only for its power to make its victims disappear even though it actually transported them to the Nameless Dimension. He-Man destroyed the Diamond in a battle with Skeletor, unknowingly ending the Unnamed One's hope of recovering it in order to escape his prison.



TRIVIA

The following copy was written for Lizard Man's sales page on MattyCollector.com: "This righteous reptile-human hybrid may be cold-blooded, but he burns with dedication to the Masters of the Universe. Lizard Man doesn't hesitate to toss his tail into the fray to defend Eternia, and he's a worthy warrior when speedy stealth is needed. Finally arriving in the MOTUC lineup, he comes with a Filmation sword for Skeletor and the powerful Diamond Ray of Disappearance."



Beginning with Lizard Man in January of 2015, the prices of all standard carded figures in MOTUC was raised from \$25 to \$26.

The sculpt for Lizard Man's tail piece, which was not articulated, would later be re-used for the Saurod figure.

Pictured on Lizard Man's cardback were Mekaneck, Teela, He-Man, Clawful, and Man-At-Arms.



NINJA WARRIOR

Evil Ninja Master



ACCESSORIES



REAL NAME Unknown **BIO** Armed with nunchucks, a longsword and longbow, this awful assassin was summoned from another world by a spell of light to serve Skeletor on Eternia. His mission is to eliminate all of the Heroic Warriors one by one until He-Man no longer has any help in defending Eternia. This Ninja Warrior, sometimes called "Ninjur" by his foes, always moves with great speed, skills and silence. His true motivation however has been kept secret from all. Even while serving Skeletor, he reports back to his true master, Horde Prime, detailing Skeletor's weak points and how to exploit them. Ninjur appears out of nowhere to ambush Heroic Warriors!



VINTAGE VAULT The vintage Ninjur figure was released in the sixth wave of the original toylines in 1987. The figure came armed with a bow, sword, and nunchucks, featured a removable cloth shirt and hood, and had a spring-loaded right arm.

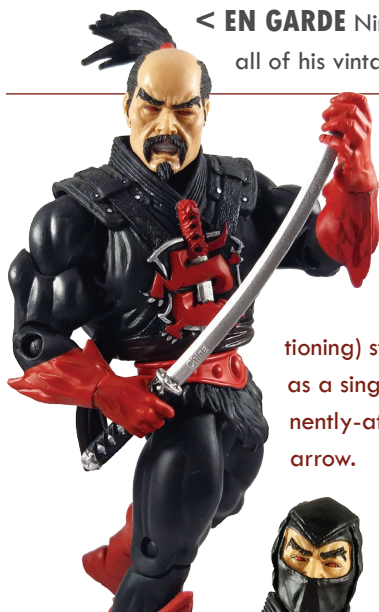
MODERN UPDATE For the MOTUC version of Ninja Warrior, the cloth shirt was dropped in favor of a removable

sculpted plastic shirt. This allowed for additional detailing for the sash, collar, and shoulder straps. Additionally, the dagger and dragon on the figure's chest, which was simply a decal on the vintage figure, was updated with a combination of sculpting and paint to give it more depth and detail.



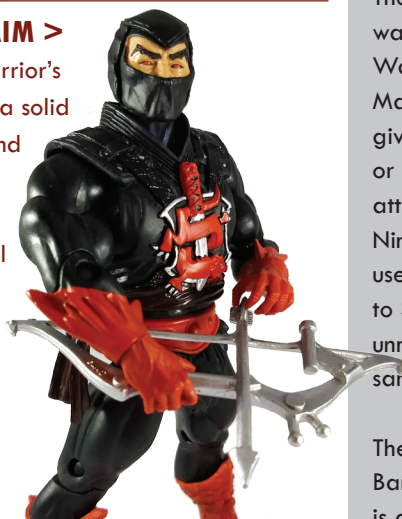
MOTUC #169 • AFFILIATION Evil Warriors • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (February 16, 2015) • **RELEASE TYPE** Carded Figure

< EN GARDE Ninja Warrior came armed with updates of all of his vintage weapons, including this scimitar.



READY, AIM >

Ninja Warrior's bow had a solid plastic (and therefore non-functioning) string, as well as a single permanently-attached arrow.



PLASTICS While the vintage Ninjor figure's nunchucks had silver handles and a real metal chain, the MOTUC figure's nunchucks featured black handles and a solid plastic chain.



STORAGE SPACE Ninja Warrior's removable quiver featured non-removable arrows and could store two of the figure's three weapons.



HEADS WILL ROLL Instead of a removable fabric hood, Ninja Warrior came with two swappable heads — one hooded, one not. The official bio for the unhooded head can be found on page 620.



BUCKLE UP Ninjor's removable belt was based on the belt on the 200x Jitsu mini-statue, and was intended for use with the MOTUC Jitsu figure.

TRIVIA

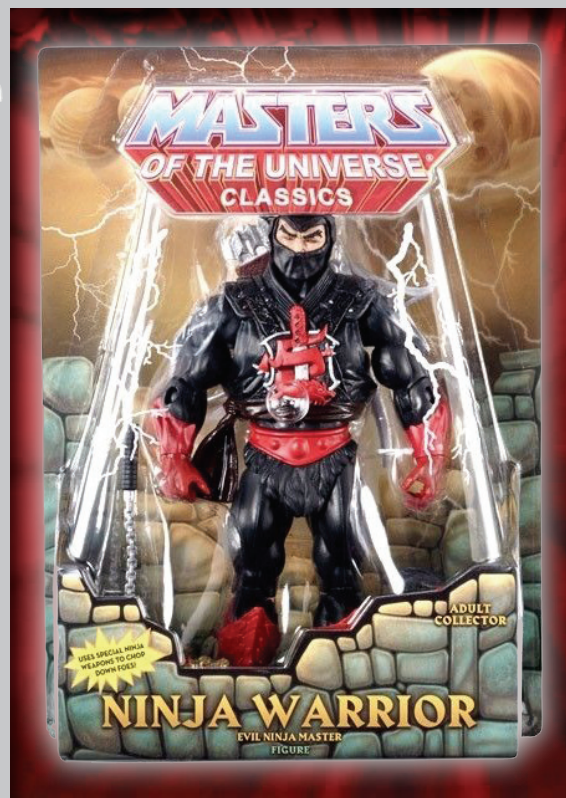


The following copy was written for Ninja Warrior's sales page on MattyCollector.com: "He gives stealth a bad name... or a good name, if sneak attacks are your thing. He wins the title of Eternian Ninja Warrior hands down thanks to his expert use of nunchucks. The swift and sneaky servant to Skeletor arrives masked with an alternate unmasked ponytail head, alternate belt, nunchucks, samurai sword, bow, and quiver of arrows."

The copyright for the name "Ninjor" was held by Bandai at the time of this figure's release, as there is a Mighty Morphin Power Rangers toy with that name. As such, Mattel had to use the name "Ninja Warrior" on this figure's packaging, although his bio did make reference to his "other name," Ninjor.

Ninja Warrior utilized the standard male torso, shoulders, biceps, furry loin cloth, and upper legs, Whiplash's forearms, Kobra Khan's boot tops, and Skeletor's hands and feet.

Pictured on Ninja Warrior's cardback were He-Man, Jitsu, Scareglow, Beast Man, Horde Prime, and Cy-Chop.



BATTLE ARMOR KING HSSSS

Slithering Leader of the Snake Men



REAL NAME Hssss of the Viper Clan **BIO** Beheaded by Zodak during the battle against Serpos, King Hssss slowly regenerated thanks to the darkness of his dungeon cell. Regrouping at Serpos' destroyed temple deep in Subternia, Hssss lead the Snake Men to the surface to find Skeletor and a newly returned Hordak warring for the throne of Eternia. Sent into hibernation by Hordak's magic, Hssss' army waited and multiplied. Returning at last, the leader of the Snake Men brought his army to the Second Ultimate Battleground to determine once and for all the rule of Eternia. But unknown to him, He-Man had journeyed into the past and learned the Snake Men's only secret weakness. With this knowledge the Masters were able to defeat the Snake King and his army. Orko cast the Spell of Separation which split apart the mixed mutated DNA that held the reptilian ruler and his Snake Men together!



VINTAGE VAULT

The MOTUC version of Battle Armor King Hssss was based upon his redesign for the 2002 MYP MOTU cartoon as well as his subsequent action figure in the 200x toyline. Whereas the original (1980s) King Hiss had a mummy theme to his design, his 2002 update gave him more of an Egyptian flair.

SAME AS

Battle Armor King Hssss utilized the standard male torso (which was solid green beneath his removable chest armor), with the original King Hssss shoulders, biceps, and upper legs, as well as Draego-Man's forearms. All other pieces were newly sculpted.



ACCESSORIES

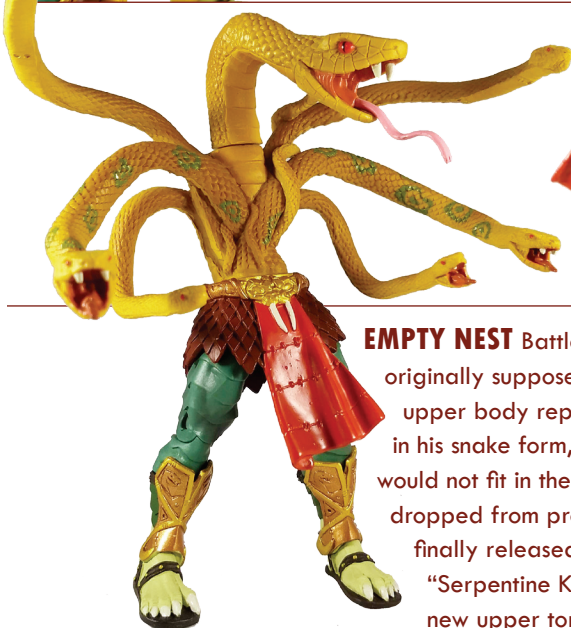


MOTUC #170A • AFFILIATION The Snake Men • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$52
• ORIGINAL FIGURE RELEASE MattyCollector.com (February 16, 2015) • **RELEASE TYPE** Figure 2-Pack



WELL STAFFED Battle Armor King Hssss came with the same snake staff that the original MOTUC King Hssss was armed with, but recolored to match the weapon that came with the 200x King Hssss action figure.

SHIELD ME Likewise, Battle Armor King Hssss came with the same shield that the original MOTUC King Hssss was armed with, but also recolored to match the shield that came with the 200x King Hssss action figure.



EMPTY NEST Battle Armor King Hssss was originally supposed to come with a second upper body representing the character in his snake form, but the additional piece would not fit in the packaging and was dropped from production. The torso was finally released as a full figure named "Serpentine King Hssss" in 2016. This new upper torso could be attached to the legs of the Battle Armor King Hssss figure.

STRIKING The alternate upper torso from the original King Hssss figure could also be attached to the legs of the Battle Armor King Hssss figure.



TRIVIA



The following copy was written for Battle Armor King Hssss/Snake Armor He-Man's sales page on MattyCollector.com: "Why did it have to be snakes? He-Man doesn't waste time wondering... he's more than ready to kick some asps... but King Hssss is not about to slither off in silence. Snake Armor He-Man comes with brand new armor, sword, and an arm attachment for wrangling snakes. Battle Armor King Hssss is ready to strike back with his snake staff and shield."

Battle Armor King Hssss/Snake Armor He-Man were the first of eight total figures released in 2015 based on the 2002 MYP MOTU cartoon series and toylines.

This was the first two-pack released in MOTUC since the release of the Snake Men two-pack in September of 2012. (Not counting Kowl/Loo-Kee in 2014.)

The Battle Armor King Hssss/Snake Armor He-Man two-pack, which was billed as a Quarterly Release, was the first of a total of four two-packs released in 2015. They were followed by Rotar/Twistoid, Flying Fists He-Man/Terror Claws Skeletor, and Laser Power He-Man/Laser Light Skeletor.

Pictured on Battle Armor King Hssss/Snake Armor He-Man's cardback were the Snake Men two-pack, Tung Lashor, and Snake Face.



SNAKE ARMOR HE-MAN

The Most Powerful Snake Hunter in the Universe



REAL NAME Adam of the House of Randor **BIO** When the Snake Men returned to Eternia from their banishment in the Void, Adam used the Power of Grayskull to create upgraded armor more adapted to combat his new reptilian enemy. Equipped with a venom-proof shield and a cordite snake pincher, Adam is now fully protected in his Snake Armor, ready to fight off King Hssss and his army of snake warriors! Eventually, Adam was forced to use his armor to battle against his former friend and mentor Duncan who had been hideously transformed by the Serpent's Ring into a Snake Man. Refusing to kill Duncan, Adam's Snake Armor was destroyed by Snake Man-At-Arms' newly invented neutralizer blaster which could disrupt the Power of Grayskull itself!



VINTAGE VAULT MOTUC Snake Armor He-Man was based upon his redesign for the third season of the 2002 MYP MOTU cartoon, where he and the other heroes squared off against the Snake Men. The subsequent action figure (left) was released toward the end of the 2002 toyline and was incredibly rare.

SAME AS Snake Armor He-Man utilized the standard male torso (partially concealed by his armor, which was not removable), left shoulder, left bicep, left upper leg, hands and feet, as well as King Hssss' right shoulder, right bicep, and right upper leg. His forearms, boot tops, head, and armor were newly-sculpted pieces.

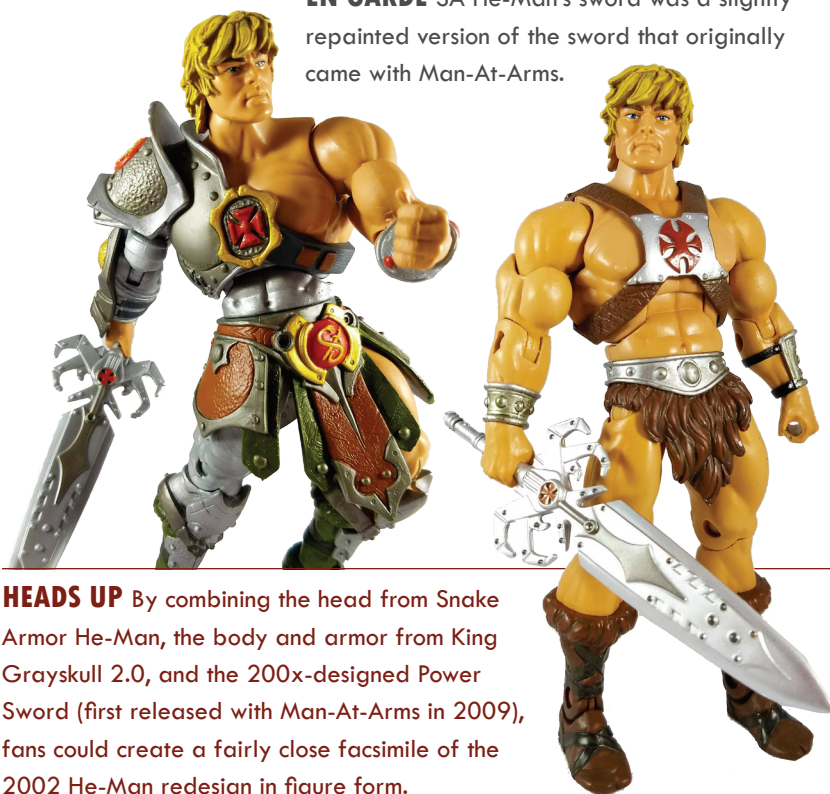


ACCESSORIES



MOTUC #170B • AFFILIATION Heroic Warriors • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$52
• ORIGINAL FIGURE RELEASE MattyCollector.com (February 16, 2015) • **RELEASE TYPE** Figure 2-Pack

EN GARDE SA He-Man's sword was a slightly repainted version of the sword that originally came with Man-At-Arms.



TRIVIA

A total of 14 He-Man figures were made in the 200x Masters of the Universe toyline, including original He-Man, Battle Armor He-Man (which bore no similarity to the vintage or MOTUC version by the same name), Battle Sound He-Man, Ice Armor He-Man, Jungle Attack He-Man, Martial Arts He-Man, Mecha Blade He-Man, Mega Punch He-Man, Samurai He-Man, Shield Strike He-Man, Smash Blade He-Man, Snake Armor He-Man, Snake Hunter He-Man, and Wolf Armor He-Man. To date, Snake Armor He-Man was the only version to be recreated in MOTUC.



Even though his bio specifically mentioned it, the Snake Armor He-Man figure did not come with his distinctive "venom-proof shield."

HEADS UP By combining the head from Snake Armor He-Man, the body and armor from King Grayskull 2.0, and the 200x-designed Power Sword (first released with Man-At-Arms in 2009), fans could create a fairly close facsimile of the 2002 He-Man redesign in figure form.

SWORDS A'PLENTY

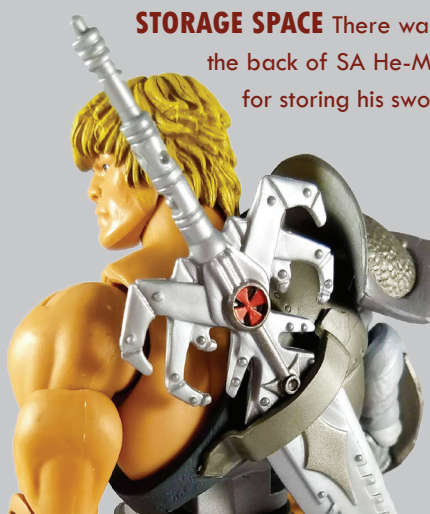
Shown here are the 200x Power Swords released with Snake Armor He-Man (far left), Weapons Pak #1 (Ultimate Battleground Assortment) (middle left), and Man-At-Arms (left).



THE CLAW! The "Snake Capture" claw was a spring-loaded action feature on the 200x figure. For MOTUC, it was a separate, removable accessory.



STORAGE SPACE There was a slot in the back of SA He-Man's armor for storing his sword.



HUNTARA

Courageous Silaxian Warrior



ACCESSORIES



REAL NAME Tara **BIO** Hailing from Silax, a planet in Despondos known for its accomplished hunters and trackers, Huntara quickly rose in the ranks as a top of her class. Hearing of her great accomplishments, Hordak summoned the muscular, deep-voiced bounty hunter to assist him in tracking down and trapping She-Ra. Knowing the Silaxians pride themselves on their pure sense of good and evil, Hordak tricked Huntara into believing that She-Ra burned down an entire village in the name of the Rebellion. Willing to take on almost any job, Huntara offers her trapping and fighting skills for anyone willing to pay her high prices.



CARTOON CORNER Huntara was a character created for the Filmation *She-Ra: Princess of Power* cartoon, where she made her debut in an episode titled (appropriately enough) "Huntara." The plot of this episode was summarized in the bio on the back of the figure's card. Huntara never received an action figure in the vintage Princess of Power toyline and she never made any media appearances outside her debut cartoon episode.



SAME AS Although she appeared to be a fairly standard female figure, Huntara sported a surprising number of newly-tooled parts. While she utilized the standard female shoulders, hands, and upper legs, all of her other pieces were new.

MOTUC #171 • AFFILIATION None • **SUBSCRIPTION** Club Eternia 2015 • **COST** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (March 16, 2015) • **RELEASE TYPE** Carded Figure



WELL ARMED Huntara came armed with twin laser swords which were referred to as “stun swords” in her single cartoon appearance. The blades were made from translucent green plastic.

STORAGE SPACE There were slots on the figure’s back for storing her stun sword.



GIVEN THE AXE In what was said to be a production snafu, Huntara shipped with an axe that was supposed to be packaged with Oo-Larr, the 2015 subscription exclusive figure that shipped the same month as Huntara.



TRIVIA



During San Diego Comic-Con in 2013 at the Mattypalooza panel, attendees were given a chance to vote between two characters for future inclusion in the MOTUC line: Huntara or Lord Masque. Huntara won the vote, although Lord Masque was later eventually produced as well.

While Huntara was technically not a subscription exclusive figure, she was not originally made available for retail sale; only subscribers received the figure upon its first release.

The following copy was written for Huntara’s sales page on MattyCollector.com: “A Silaxian with superior sword skills, this brave bounty hunter gets serious props as a formidable foe for She-Ra. Our tenacious tracker arrives with a tomahawk axe, twin laser swords, and a majestic mohawk that suits her fierce warrior style to a ‘T’.”

Pictured on Huntara’s cardback were Bow, Glimmer, She-Ra, Mermista, and Frosta.



GALLERY

OO-LARR

The Jungle He-Man



REAL NAME Oo-Larr, Lord of the Jungle Tribe **BIO** The last person to be known as "The He-Man" before Prince Adam was born was Oo-Larr of the Jungle Tribe. He left his kinsmen seeking adventure and excitement outside of the Vine Jungle. Coming across the Goddess, he rescued her and was recruited to help protect the two halves of the Power Sword of He. The corodite Power Vest which the Goddess gave to Oo-Larr was so well engineered that it was also eventually passed down to Prince Adam too. Oo-Larr's final quest was to unite both halves of the Sword so that the Sorceress could clone it for the second twin of destiny. Oo-Larr then separated the original sword again, hiding both halves on opposite sides of the planet while the Sorceress and Light Hope watched over the clone sword in Grayskull. Oo-Larr bravely fights to protect the secret of the sword of He.

ORIGINS In the early vintage mini-comics, He-Man was drawn with a more savage appearance by artist Alfredo Alcalá. In these storylines, He-Man rescued the Goddess from a monster and was, in return, given the armor and weapons of He-Man. In order to pay homage to this early storyline and design of He-Man, Mattel created a new character named Oo-Larr, giving him an original bio separate from He-Man himself.



ACCESSORIES



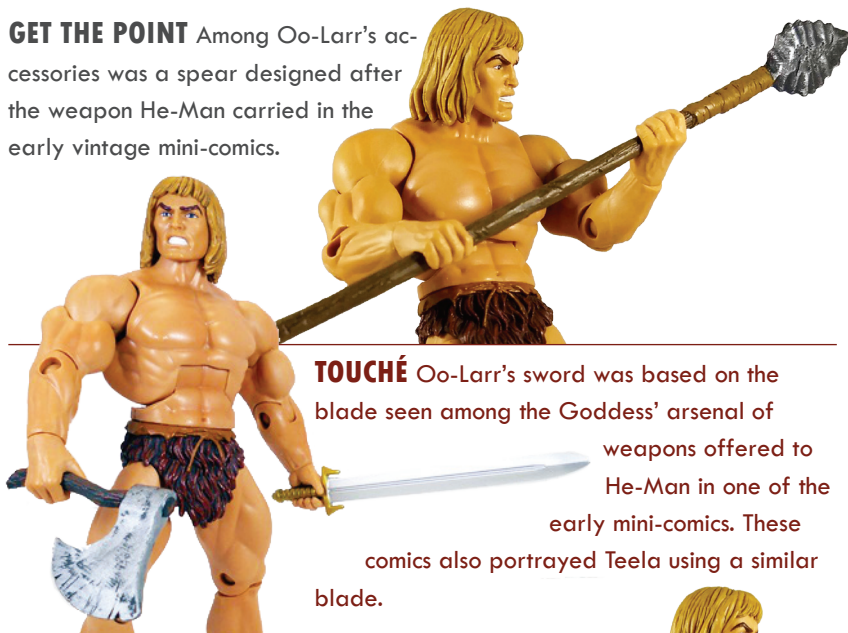
HEADS WILL ROLL Oo-Larr came packaged with an alternate head for He-Man which more closely resembled the design of his vintage action figure. This head sculpt would appear again with the Ultimate He-Man and Ultimate Faker figures produced by Super7 in 2017.



MOTUC #172 • AFFILIATION None • **SUBSCRIPTION** Club Eternia 2015 • **COST** \$26

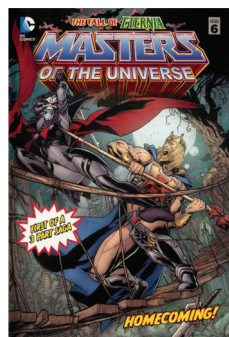
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (March 16, 2015) • **RELEASE TYPE** Carded Figure

GET THE POINT Among Oo-Larr's accessories was a spear designed after the weapon He-Man carried in the early vintage mini-comics.



TOUCHÉ Oo-Larr's sword was based on the blade seen among the Goddess' arsenal of weapons offered to He-Man in one of the early mini-comics. These comics also portrayed Teela using a similar blade.

AXE-IDENT > Oo-Larr was supposed to come with a third weapon, an axe, that was accidentally packaged with Huntara instead.



< MINI-COMIC

Included with Oo-Larr was a mini-comic titled "The Fall of Eternia Part One: Homecoming." This was the sixth mini-comic released in MOTUC. For a closer look at this comic, see page 657.



CASTLE GRAYSKULL

Fortress of Mystery and Power



Beyond the corrodit Jaw-bridge and through the Hallway of Holograms and Illusions lies the inner workings of the Mysterious Fortress of Power called Castle Grayskull. Sitting atop the Crystal Power Chamber that is nearly twice as tall as the castle itself, Grayskull's interior is

as foreboding as it is deadly. Containing trap doors, hidden dungeons and the portal to the forsaken realm known as The Dwell of Souls, Castle Grayskull is a living defense against the forces of evil. But it also contains great knowledge, holding many personal and forbidden libraries, catacombs, observatories and secret chambers. While the forces of light and darkness continue to fight to break into its gates, the very spirit of the Castle lives on, twisting the paths with hidden doors, magical rooms and mysterious relics.

TRIVIA

Oo-Larr was the 2015 subscription exclusive figure for Club Eternia. Only collectors who purchased the full 2015 subscription received this figure, who was never made available for retail sale.



Oo-Larr reused the standard male torso, shoulders, biceps, hands, and upper legs, along with Fearless Photog's calves. He was the first male human figure with bare forearms (no gloves, sleeves, or bracers) and bare feet. His furry loincloth was new as well.

Oo-Larr's head would later be re-released with the Ultimate He-Man figure as well as the mini-comic version of Prince Adam released as a Power-Con exclusive in late 2017.

The poster of Castle Grayskull that was included with Oo-Larr was the final poster released in MOTUC. For a closer look, see page 712.

Pictured on Oo-Larr's cardback were Skeletor, He-Man, King Grayskull 2.0, the Goddess, and Man-At-Arms.



ANGELLA

Angelic Winged Guide



REAL NAME Angella The Third, Queen Regent of Brightmoon **BIO** Angella was the regent queen of one of Etheria's largest kingdoms. After Hordak invaded her planet, Bright Moon was overthrown and Angella and all her subjects were declared slaves of the Horde Empire. Believing in her heart that all people have the right to be free, Angella was the first monarch to openly fight back against the oppression of the Horde. Forming the Great Rebellion with other key leaders, she brought her people to the safety of the Whispering Woods, just outside of Hordak's evil influence. There they regrouped and formed an attack squad to wage war and once again free Etheria and all of its people. After Hordak abandoned Etheria, Angella stayed behind to help rebuild her kingdom and the beauty of the planet. Beautiful and helpful, Angella is lovely and very intuitive – she can sense when danger is near and has the ability to fly like an angel.



VINTAGE VAULT The vintage Angella figure (left) was released as part of the Princess of Power toyline's first wave in 1985. Pushing down on the figure's halo would cause her to raise her wings. The figure's only accessory was a pink comb. The MOTUC Angella figure was based almost

entirely upon her appearance in the Filmation *She-Ra: Princess of Power* cartoon as well as her style guide design. The only obvious nod to her vintage action figure was her removable pink halo accessory.



ACCESSORIES



MOTUC #173 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (April 16, 2015) • **RELEASE TYPE** Carded Figure



TAKING FLIGHT Angella's wings were first used in 2008 on the Hawkman figure in the DC Universe Classics line, also by Mattel.

SAME AS Angella utilized the standard female shoulders, hands, upper legs, and feet, as well as the aforementioned Hawkman wings. All of her other pieces were newly sculpted.

WELL-ARMED Angella came armed with a newly-sculpted silver sword, the design of which was based on the weapon she carried in an early episode of *She-Ra: Princess of Power*.



HALO THERE Angella's halo, which was cast in a translucent pink plastic, attached to a peg on her upper back (where her wings attached) and was removable.

TRIVIA

The following copy was written for Angella's sales page on MattyCollector.com: "When Hordak enslaves her people, this rightful ruler of Brightmoon doesn't take it lying down. She rises to the occasion and flies into action to help liberate the land! Angella comes with her sword, a detachable halo, and detachable articulated wings." Note that the Mattel copy was incorrect in stating that the wings were detachable.



Angella's wing sculpt, first appearing with the DC Universe Classics Hawkman figure, was subsequently used again in DCUC on Hawkgirl and Golden Age Hawkman, in the DC Unlimited line on New52 Hawkman, and in MOTUC on Vultak.

A widespread production issue with this figure resulted in many collectors receiving an Angella figure with misaligned/unevenly painted eyes.

Pictured on Angella's cardback were Light Hope, She-Ra, Madame Razz, Flutterina, and Glimmer.



SPRIT OF GRAYSKULL

Heroic Guardian of Power



REAL NAME D'vann Grayskull **BIO** After his death, King Grayskull preserved his spirit inside the Sword of He. Through this act he was able to remain inside the walls of Castle Grayskull, advising his heirs and acting as guardian of the castle along with the Sorceress. It was his idea for the Elders to combine the Power of the Universe with their wisdom to tap into Eternia's hidden magic into a power orb. This orb contained a new united force made up of both raw force and the wisdom to wield magic. This power would go on to become known as "The Power of Grayskull," named for his reign and Castle. Grayskull remained a part of this power even after Adam combined it with the Starship Eternia, becoming He-Man permanently. Grayskull, great king of Eternia, watches over his descendants and his castle in the form of an ageless spirit.

CHASE ME!

The Spirit of Grayskull was a "chase" figure in 2015 — meaning that he would sporadically and unexpectedly show up for sale on MattyCollector.com throughout 2015, and then disappear again. The same sales tactic was used with the Spirit of Hordak in 2013 and Kowl/Loo-Kee in 2014. Everything about this figure, from the body to the armor to the accessories, was 100% re-use of existing King Grayskull parts.



ACCESSORIES



MOTUC #174 • AFFILIATION Preternian Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (2015) • **RELEASE TYPE** Carded Chase Figure



I HAVE THE POWER

This Power Sword, making its 19th appearance in MOTUC, was included here in green glow-in-the-dark plastic.

SHIELD ME Spirit of Grayskull's shield, which originated with the original King Grayskull figure and was based on the vintage He-Man shield, was included here, also in green glow-in-the-dark plastic.



AXE TO GRIND Spirit of Grayskull's third and final accessory was his axe, cast in (you guessed it) green glow-in-the-dark plastic.



THAT SPECIAL GLOW

The entire Spirit of Grayskull figure, including his cape, armor, and weapons, glowed in the dark.



PREDECESSOR Two figures dubbed "The Spirit of King Grayskull" were made for the public in 2008 (with one figure raffled off at SDCC 2008, while the second was auctioned for charity at the 2008 Dream Halloween event). Unlike the "Spirit of Grayskull" chase figure in 2015, the original version was blue instead of green and did not glow in the dark.

TRIVIA

Mattel sent out the following copy to announce the release of the Spirit of Grayskull figure: "Spirit of Hordak. Loo-Kee and Kowl.



And now, the great Spirit of Grayskull commands his rightful place in the annals of MattyCollector.com chase figures! Featuring a powerful glow-in-the-dark finish (check it out below – that's an unretouched photo), he'll be available to Club Eternia subscribers only during Early Access on Friday 2/12 at 8 a.m. PT, and again during Early Access in December. Other than that, it'll be a mystery when this figure will appear. All we can tell you is that Spirit of Grayskull will arrive in our shop unannounced several times throughout the year, giving all fans the chance to get one. How will you know? Keep your eyes open for this special logo to show up in the Shop because that means he's available."

Pictured on the Spirit of Grayskull's cardback were King Grayskull 2.0, Moss Man, the Goddess, Draego-Man, and Horde Prime.



HOVER ROBOTS

Evil Mindless Robot Goons



REAL NAME Various **BIO** During his campaign of terror against King Randor's Masters of the Universe, Skeletor often utilized Robotic Hover Drones to carry out his evil stratagems. Based on a design he pilfered from his dark arts teacher, Hordak, Skeletor's drones were more agile than his mentor's and carried a built in hover field to increase their mobility and durability. Hover Robots will effortlessly carry out any order - including self-destruction! These techno-bots of terror carry a variety of weapons, including laser rifles, blade blasters and net lassos. Often on the front lines of battle, Hover Robots confront the Masters of the Universe in endless combat.

CARTOON CORNER

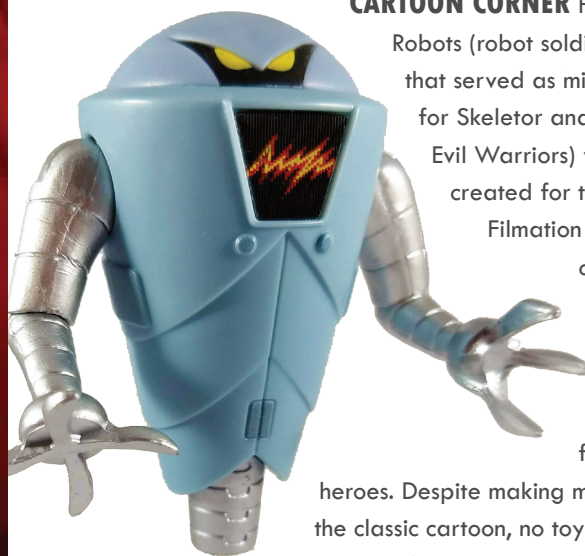
Hover Robots (robot soldiers that served as minions for Skeletor and his Evil Warriors) were created for the



Filmation *He-Man and the Masters of the Universe* cartoon.

Skeletor's seemingly endless supply of these robots served as frequent canon fodder for the show's

heroes. Despite making multiple appearances in the classic cartoon, no toy had been made of the Hover Robots prior to MOTUC.



ACCESSORIES



x6



x6



x3



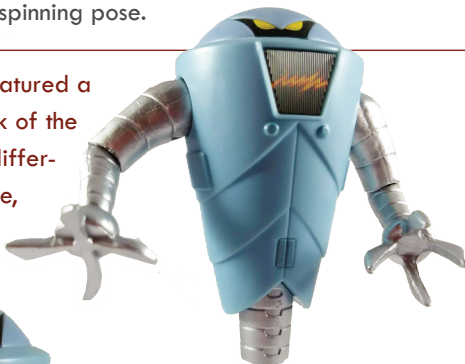
MOTUC #175 • AFFILIATION Evil Warriors • SUBSCRIPTION N/A • PRICE \$35

• ORIGINAL FIGURE RELEASE Traveling Con Exclusive, 2015 • RELEASE TYPE Carded 3-Pack



HANDY In the cartoon series, the Hover Robots could use their hands to grip objects (as well as, at times, pilot vehicles), but also rotate them rapidly like a spinning saw. In order to replicate this ability, each three-pack of figures came with a total of twelve interchangeable hands, half of them in a gripping pose, and half in a spinning pose.

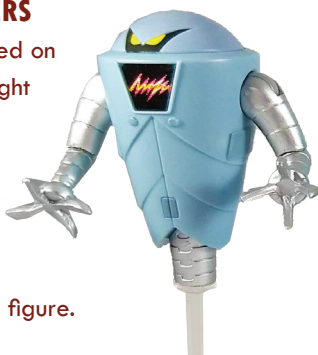
MOUTHING OFF Each figure featured a lenticular “mouth” panel. The look of the mouth changed to one of three different forms depending on the angle, recreating the effect from the cartoon perfectly.



POSABLE The Hover Robots were comprised of 100% new tooling and featured a swivel head, ball-hinge shoulders, ball-hinge elbows, and swivel wrists.

SIZE MATTERS

When mounted on their clear flight stand, each Hover Robot stood about shoulder-height to a 6.5” MOTUC figure.



DAMAGE CONTROL The robots come packaged with a sheet of battle damage stickers, allowing collectors to adorn their Hover Robots with the scars of war. The stickers included blast marks, blade slashes, burns, and exposed circuitry.

TRIVIA

Like the Temple of Darkness Sorceress, Goat Man, and Strobo before them, the Hover Robots 3-pack was a traveling con exclusive figure in 2015 before being made available for retail sale on MattyCollector.com at the end of the year.



With the release of the Hover Robots, the Evil Warriors finally received an army builder for their ranks, having been preceded in the line by the Eternian Palace Guards, the Snake Men, and the Horde Troopers.

The sheet of battle damage stickers would be released again with the single-carded Horde Trooper.

The Hover Robots retailed for \$35 at a time when regular subscription figures cost \$26.

Pictured on the Hover Robots’ cardback were He-Man, Skeletor, Stratos, Beast Man, and Mer-Man.

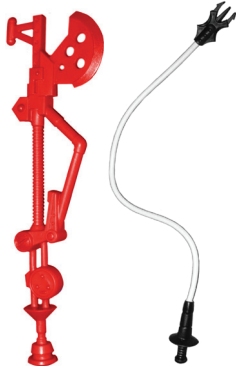


BLAST ATTAK

Evil Blast Apart Robot



ACCESSORIES



REAL NAME Program Robot Serial number 1710 **BIO** Blast Attak was originally brought to Eternia in a spell of light by Skeletor to boost his ranks before the Second Ultimate Battleground, but the android was quickly stolen by the Snake Men and reprogrammed to act as a mercenary in the army of King Hssss. Literally a walking talking time bomb, Blast Attak's body is comprised of a series of microscopic nanites which can reform after detonation allowing him to blast apart over and over in an explosive attack against enemies. Although created with some semblance of artificial intelligence, his evil programming often overrides his own commitment to self-preservation. Blast Attak is a robotic muscleman with an extremely short fuse. He loves to surprise enemies with his sudden blast apart power!

VINTAGE VAULT The vintage Blast Attak figure was released in the original toyline's sixth wave in 1987. By attaching a trigger cable into a slot in the back of the figure and pumping it full of air, the figure would burst apart, splitting down the middle.



UPDATES The MOTUC Blast Attak figure followed the design of the vintage figure very closely.

One of the key differences was that, unlike the vintage figure, the MOTUC version of Blast Attak did not split in half. Mattel dropped this action feature in favor of utilizing existing figure parts.



MOTUC #176 • AFFILIATION Snake Men • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (May 15, 2015) • **RELEASE TYPE** Carded Figure



WELL ARMED MOTUC Blast Attak came with an updated version of the vintage figure's bladed weapon.



WELL ARMED The vintage Blast Attak figure came with a white trigger cable that, when inserted into the figure's back and pumped, would cause the figure to "explode" in half. For MOTUC, this cable was repurposed into a whip-like weapon that the figure could hold. The cable portion was made of a very rubbery material.



SAME AS Blast Attak utilized Roboto's shoulders, biceps, forearms, and hands. He also sported the Horde Trooper torso, but this was hidden under his armor (which was not removable). All of his other parts appeared to be newly sculpted.



TRIVIA



The following copy was written for Blast Attak's sales page on MattyCollector.com: "Tick tock, tick tock... it's time for Blast Attak to blow this joint! Conjured by Skeletor and robot-napped by the Snake Men for their own evil purposes, this android with an attitude has an explosive disposition. He comes with a vintage-style whip and blade weapon."

When Blast Attak was introduced in the Masters of the Universe toyline in 1987, he came packaged with the mini-comic "Revenge of the Snake Men," in which he was presented as a creation of King Hiss and a minion of the Snake Men. But in the Marvel/Star Comics series, he was portrayed as an Evil Warrior in Skeletor's service. Both of these origins were referenced in the MOTUC figure's bio, while the sticker on the figure's card bubble definitively labeled him as a member of the Snake Men.

Pictured on Blast Attak's cardback were King Hssss, the Unnamed One, Tung Lashor, Kobra Khan, Snake Face, and Rattlor.



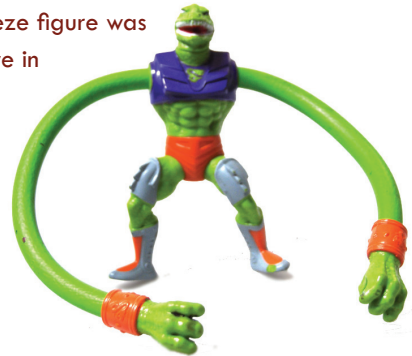
SSSQUEEZE

Evil Long Armed Viper



REAL NAME Schisszz Shazzz **BIO** One of King Hssss' chief lieutenants during the Great Wars, Shazzz was better known to his enemies as Sssqueeze due to his trademark "slither hold." He enjoys entangling his foes with his powerful constrictor snake arms and just can't keep them off any enemy. As soon as a fight starts he's in the thick of things wrapping up the first warrior he gets a grip on. Trapped in the Void for several millennia, he was at long last released along with the rest of the Snake Men Army by their descendent Kobra Khan. Finding Eternia ripe for conquest, Shazzz continues to serve King Hssss in battle. His enemies cannot escape the long arms of Sssqueeze!

VINTAGE VAULT The vintage Sssqueeze figure was released in the original line's sixth wave in 1987. The figure's long arms, which were posable via an internal bendy wire, were actually one solid piece that was looped through the figure's upper torso.



REACHING OUT MOTUC Sssqueeze's arms, which were articulated at the shoulders and wrists, contained a bendable wire that allowed the long arms to be twisted and bent into various poses, just like the vintage action figure. Unlike the vintage figure, MOTUC Sssqueeze's arms were two separate, individually-articulated limbs.

ACCESSORIES



MOTUC #177 • AFFILIATION Snake Men • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (June 16, 2015) • **RELEASE TYPE** Carded Figure

STRETCH ARMSTRONG Sssqueeze's shoulders contained ratchet joints, giving the figure the ability to hold up the weight of another figure.



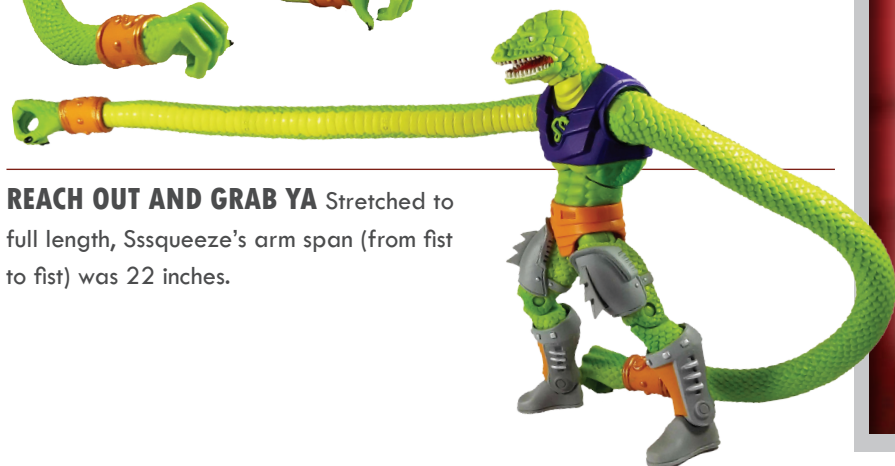
HUG IT OUT The bendy wires inside Sssqueeze's arms allowed for various grips and poses.

WELL ARMED Sssqueeze came armed with an updated version of his unique and rather strange purple snake weapon.



SSSAME AS Sssqueeze utilized Keldor's feet, but was otherwise a 100% a newly sculpted figure.

REACH OUT AND GRAB YA Stretched to full length, Sssqueeze's arm span (from fist to fist) was 22 inches.



TRIVIA

The following copy was written for Sssqueeze's sales page on MattyCollector.com:
 "We've heard of the long arm of the law, but this reprehensible reptile has that beat. His super lengthy arms are also super strong and once he gets hold of his enemies he just... won't... let... go. Sssqueeze is the last of the vintage Snake Men to arrive in the Masters of the Universe Classics collection and comes with armor and a snake head staff."



Sssqueeze's head would later be used again with the Lord Gr'asp figure, and his shorts, legs and boots would appear again with Plasmar.

Mattel considered including alternate hands that would have allowed the figure's arms to end in snake heads (as depicted in the 200x MYP cartoon), but dropped the idea for cost reasons.

Pictured on Sssqueeze's cardback were Battle Armor King Hssss, Snake Armor He-Man, the Snake Men 2-pack, Tung Lashor, Rattlor, and Snake Face.



MULTI-BOT

Evil Robot of a Thousand Bodies



REAL NAME Serial Number 2312 **BIO** After being wounded in battle with the renegade Masters of the Universe, Galen Nycoff, lead scientist of the Horde Invaders, created a robot version of himself which, like its master, could reassemble body parts in 1,001 different ways. The robot was unleashed on the enemies of the Horde during the Second Ultimate Battleground, fighting as both a humanoid, an Attak Trak Tank and finally combined with his creator to form the Ultrabeast, a giant cyborg creature that ripped Randor's Blaster Hawk squadron from the skies! The menacing creature was brought down by a combined blow from both He-Man and She-Ra who channeled the full Power of Grayskull to literally tear him apart piece by piece!

VINTAGE VAULT The vintage Multi-Bot figure was released in the original toyline's fifth wave in 1986. The figure came with 24 interchangeable parts.



PULL YOURSELF TOGETHER MOTUC

Multi-Bot, like his vintage predecessor, shipped in a box instead of a blister card, could be taken apart and put back together in countless configurations, and could be combined with the Modulok figure. The figure was comprised of a total of 30 interchangeable pieces:

- 2x Robot Heads
- 2x Robot Torsos
- 6x Legs
- 4x Arms
- 2x Guns
- 14x Connector Pieces

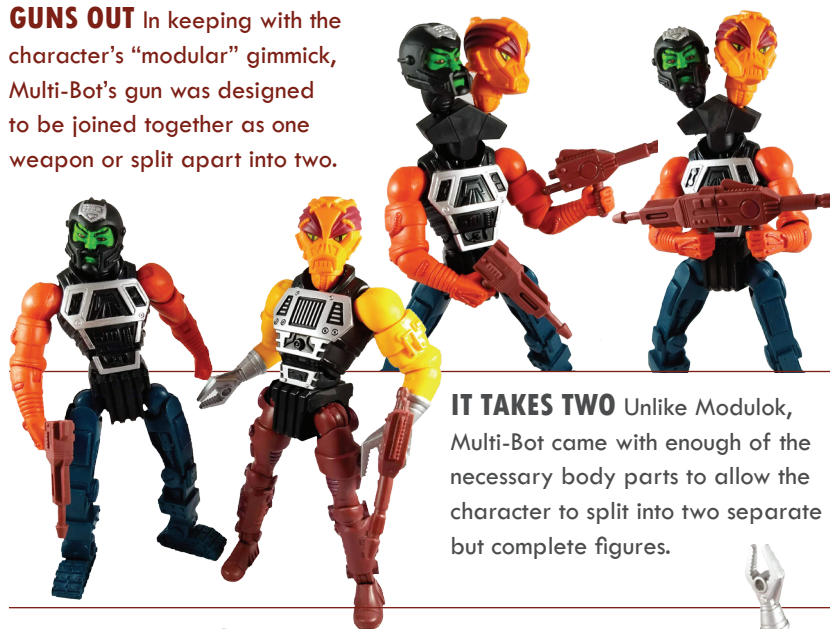


ACCESSORIES



MOTUC #178 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$52
• ORIGINAL FIGURE RELEASE MattyCollector.com (June 16, 2015) • **RELEASE TYPE** Boxed Figure

GUNS OUT In keeping with the character's "modular" gimmick, Multi-Bot's gun was designed to be joined together as one weapon or split apart into two.



IT TAKES TWO Unlike Modulok, Multi-Bot came with enough of the necessary body parts to allow the character to split into two separate but complete figures.

TRIVIA

The following copy was written for Multi-Bot's sales page on MattyCollector.com:

"Sometimes one evil robot just isn't enough to get the job done. Luckily Multi-Bot comes with two robot torsos, two robot heads, six legs, four arms, two guns and other assorted pieces that mix and match for endless evil opportunities. It's almost like Modulok had an evil robot half-brother!"

Pictured on Multi-Bot's cardback were Mantenna, Hordak, Grizzlor, and Modulok.



MODULAR Multi-Bot's gimmick, of course, was his interchangeable body, allowing for hundreds of different combinations.

FREAK SHOW Multi-Bot's and Modulok's parts could be combined together to create Ultrabeast. Mattel considered releasing Modulok and Multi-Bot together as a con exclusive, but decided that it was cost prohibitive, and so the figures were released separately instead.



ROTAR

Heroic Master of the Hyper-Spin



REAL NAME Ronur **BIO** A former palace guard, Ronur was mortally injured during a battle with Skeletor's Evil Warriors. He was carried off the battlefield by He-Man and brought to Duncan. Using the power of his newly invented Gyro Machine, Man-At-Arms was able to transform the wounded man and enhance his fighting powers by merging him with an android Rotar body. Powered up and ready to burst back into battle, Ronur became one of the heroic Masters of the Universe! He uses his new hyper spin powers to swing into battle fighting to protect all of Eternia with his fists of fury! He often goes head to head with Skeletor's gyro man Twistoid, spinning and twisting to defeat him at any cost.

VINTAGE VAULT The vintage Rotar figure was released in the original toyline's sixth wave in 1987. The figure was essentially a top; by running its rotating tip along a smooth surface and letting it go, the figure would spin freely. The figure came equipped with an axe/mace weapon, roto-pod, and a stand to keep it upright when not spinning.



UPDATES As combination action figure/spinning top, Rotar and Twistoid were among the oddest entries in the vintage MOTU toyline. For MOTUC, Mattel decided to pair the characters together in a 2-pack exclusive to San Diego Comic-Con.

ACCESSORIES



MOTUC #179A • AFFILIATION Heroic Warriors • **SUBSCRIPTION** N/A • **PRICE** \$60
• ORIGINAL FIGURE RELEASE San Diego Comic-Con (July 9-12, 2015) • **RELEASE TYPE** Boxed 2-pack



SPIN FREE Although the MOTUC version of Rotar was a faithful update of his vintage action figure predecessor, he lacked the spinning top action feature of the original toy.

TOUCHING BASE As with the vintage figure, Rotar came with a base that allowed the figure to stand upright.



AN AXE TO GRIND

Rotar came armed with an updated version of the vintage figure's red axe/mace weapon.

SWITCHING GEARS While in spinning mode, the vintage Rotar could be placed on a triple-gear accessory (dubbed a "roto-pod" in the figure instructions), which would cause the gears to turn. The device also doubled as a giant weapon. MOTUC Rotar came with an updated version of this accessory.



HE'S GOT LEGS Mattel opted to give Rotar an optional set of legs, a feature that the vintage Rotar figure lacked. By popping off the gray, lower portion of the figure, the lower torso and legs could then be attached.

TRIVIA

The following copy was written for Rotar & Twistoid's sales page on MattyCollector.com:



"Recreate the Second Ultimate Battleground as Rotar and Twistoid go head to head! A former palace guard wounded in battle, Rotar was merged with an android body resulting in fists of fury fueled by his hyper spin powers. He now protects Eternia as one of the Masters of the Universe! Rotar's nemesis Twistoid is a Gyro Robot who serves Skeletor. Using super spinning action, Twistoid wields a ball and chain, whirling sword, and terror gears to defeat his enemies."



ALTERNATE VIEWS Rotar utilized the standard male torso, shoulders, biceps, hands, and legs, Hordak's gloves, He-Ro's shorts, Snout Spout's boots, and Keldor's feet. Newly-sculpted pieces included the head, standard lower ("spinning top") torso, figure stand, weapons, and upper torso armor, which was not removable.



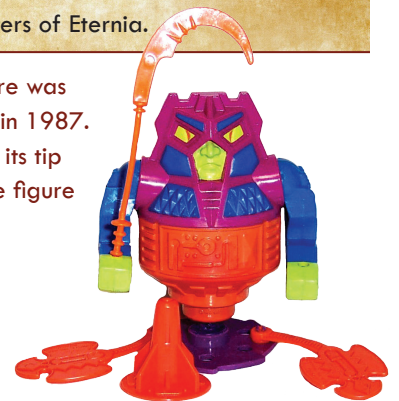
TWISTOID

Evil Energy Cyborg



REAL NAME Gyro Robot **BIO** Created by Skeletor to combat a heroic spinning cyborg built by Man-At-Arms, Twistoid is a purely robotic energy robot that loves nothing more than to spin into battle and slam his foes like crazy. He has the ability to store up immense amounts of energy then burst out in a super spinning action plowing over warriors and taking on heroic energy powered robots and cyborgs. He carries a ball and chain, whirling sword and terror gears which he uses in service to Skeletor. Twistoid was destroyed during the Second Ultimate Battleground in a hand-to-hand spinning combat with his arch nemesis Rotar. Eventually, his robotic brain was relocated and installed in a Roton. This self-aware vehicle became a key member of Skeleteen's evil forces in his fight against He-Ro and the Masters of Eternia.

VINTAGE VAULT The vintage Twistoid figure was released in the original toyline's sixth wave in 1987. The figure was essentially a top; by running its tip along a smooth surface and letting it go, the figure would spin freely.



SIZE MATTERS In their "top" forms, Rotar and Twistoid stood about chest-high to an average 6.5" MOTUC figure.



ACCESSORIES



MOTUC #179B • AFFILIATION Evil Warriors • **SUBSCRIPTION** N/A • **PRICE** \$60
• ORIGINAL FIGURE RELEASE San Diego Comic-Con (July 9-12, 2015) • **RELEASE TYPE** Boxed 2-pack



SPIN FREE Although the MOTUC version of Twistoid was a faithful update of his vintage action figure predecessor, he lacked the spinning top action feature of the original toy.

TOUCHING BASE As with the vintage figure, Twistoid came with a base that allowed the figure to stand upright.



WELL ARMED Twistoid came armed with an updated version of the vintage figure's orange bladed weapon.

HE'S GOT LEGS Mattel opted to give Twistoid an optional set of legs, a feature that the vintage figure lacked. By popping off the orange, lower portion of the figure, the lower torso and legs could then be attached.



SWITCHING GEARS While in spinning mode, the vintage Twistoid could be placed on his "hatchet-whipper," causing the blades to spin

rapidly. MOTUC Twistoid came with an updated version of this accessory, which the figure could be plugged in to.

TRIVIA

After first being made available as an exclusive at San Diego Comic-Con, this 2-pack went up for sale to the rest of the public on MattyCollector.com, selling out almost instantly, leaving many collectors empty-handed.



Rotar and Twistoid were mislabeled on the front of their packaging, with the name "Rotar" appearing in front of Twistoid and vice-versa.

This 2-pack retailed for \$60 at a time when single-carded subscription figures sold for \$26.

Pictured on Rotar and Twistoid's cardback were Eternos Palace King Randor, Clamp Champ, King Hssss, Mosquitor, and Scareglow.



ALTERNATE VIEWS Twistoid utilized Roboto's shoulders, the standard male torso, and Trap Jaw's shorts, legs, boots, and feet.



TWO-FACED The back of Rotar and Twistoid's helmets were designed to work as an optional second "face," as if they had pulled a visor down over their eyes and/or mouth.

PEEKABLU

Watchful Feathered Friend



REAL NAME Penelope **BIO** A magical princess of Etheria, Penelope has the power to see in all directions. Her fabulous peacock feathers fan out into a beautiful plumage which is the source of her powers and making her a master spy. She is so proud of them that she likes to strut around Etheria just to show them off. It is the eyes at the tips of these pretty plumes that give her the power of omnidirectional vision. This bird's eye view of all Etheria lets her know when Catra and the Horde make mischief. After the Horde left Etheria, she joined She-Ra and the other members of the Great Rebellion on Eternia to continue to fight for freedom and peace. During the Second Ultimate Battleground she fought side by side with Man-E-Faces, eventually falling in love with him and choosing to stay on Eternia as a member of the Masters of the Universe.

VINTAGE VAULT

The vintage Peekablue figure (above) was released in the Princess of Power toyline's second wave in 1986 and came with a blue



shield, blue comb, a blue and gold backpack with articulated peacock feathers, and a gold skirt with a "peacock eye" decal. The MOTUC Peekablue figure

took only a little design inspiration from her toy predecessor but was instead based almost entirely upon her appearance in the Filmation *She-Ra: Princess of Power* cartoon, where she appeared in four episodes as well as the Christmas special.



ACCESSORIES



MOTUC #180 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (July 15, 2015) • **RELEASE TYPE** Carded Figure

WINGED WARRIOR Peekablue's wings were articulated (allowing them to fold up partially) and could be worn in an upward or downward position.



SHIELD ME Like her vintage predecessor, Peekablue came armed with a blue version of the She-Ra shield, with an inset yellow jewel.



I'M YOUR BIGGEST FAN Peekablue's second accessory was an orange "battle fan," which was a newly-created weapon for this figure and was not based on any previous media appearance.

ALTERNATE VIEWS

Peekablue reutilized the standard female shoulders, biceps, hands, upper legs, and feet. Her head, torso, bracers, skirt, and boots were newly-sculpted parts.



TRIVIA

The following copy was written for Peekablue's sales page on MattyCollector.com: "She's a true fan girl! Take heed, Horde... this hard-to-miss princess has her eye on the ball, as well as everything else around. The visionary friend of She-Ra has the power to see far and wide, and the courage to fight alongside her friends in the Great Rebellion. Peekablue arrives with a blue and yellow shield and a fighting fan."



Peekablue's wings were removable. Each feather was individually sculpted and was not symmetrical, giving them an organic look. A light gloss was applied to the feathers, giving them a subtle shimmering, almost metallic effect.

Side note: only peacocks, which are male, have colorful feathers. Females, which are called peahens, have brown, tan or gray feathers.

Pictured on Peekablue's cardback were Spinnerella, Sweet Bee, Mermista, Double Mischief, and Angella.



CALLIX

Evil Horde Rock Man



ACCESSORIES



REAL NAME Callix **BIO** A Vebex rock man from the Tri-Solar System, Callix was recruited by the Horde Empire during his youth and quickly rose through the ranks due to his insight and perspective into enemy strategy. Assigned as lead council to Hec-Tor Kur, Callix traveled with him to Eternia to ensure their foe He-Ro had been destroyed. He remained with the Horde army on Eternia fighting the Snake Men and King Grayskull for rule over the planet. His ability to crumble into pebbles and rebuild himself has made Callix a deadly enemy of all those who oppose Hordak and his evil minions!



CARTOON CORNER Callix was a character created for the 2002 MYP *He-Man and the Masters of the Universe* reboot cartoon



series, where he appeared very briefly in a single episode before being killed off by Hordak. (The figure's bio made mention of the character's ability to rebuild himself, implying that

Callix ultimately survived Hordak's punishment.) The figure followed the animated design fairly closely, except that the Horde logo on

Callix's chest was a sandstone color instead of white and he was given an additional Horde emblem at his waist.



MOTUC #181 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Club 200x 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (July 15, 2015) • **RELEASE TYPE** Carded Figure



WELL ARMED While Callix carried no weapons in his single cartoon appearance, the figure came with two. Like many of his Evil Horde comrades, he was given a crossbow, newly-designed for the figure.

AXE ME NO QUESTIONS The crossbow, which had a stony appearance like the figure, could double as an axe.



SHIELD ME Callix's second accessory was a small shield that was sculpted and painted to match the figure.

SAME AS Callix utilized the standard male torso, biceps, and upper legs, along with Whiplash's shoulders. His rocky chest/shoulder overlay was not removable.



SIZE MATTERS Callix's unique feet gave him a little extra height, making him slightly taller than the average MOTUC figure.

TRIVIA

Like the Club 30th Anniversary (2012), Club Filmmation (2013), and Club Etheria (2014), Mattel offered a themed six-month subscription in conjunction with the main Club Eternia subscription in 2015. Dubbed Club 200x, the subscription focused on characters created or redesigned for the 200x MYP *He-Man and the Masters of the Universe* cartoon reboot. Callix was the first of six figures released in the subscription that also included an exclusive pack of six alternate head sculpts for pre-existing figures.



The following copy was written for Callix's sales page on MattyCollector.com: "When it comes to eliminating the opposition, he's crushing it! His stone cold fighting skills let him lay down the law and make him a total rock star for the Horde. This 200x figure arrives with a shield and a battle axe that can double as a crossbow."

Pictured on Callix's cardback were Mantenna, Hordak, Grizzlor, Horde Troopers, Leech, and

Modulok.

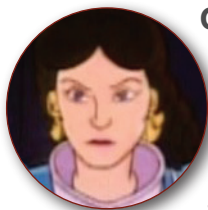


MARA OF PRIMUS

Heroic Ambassador of Peace



REAL NAME Mara **BIO** Master Sebrion's young assistant, Mara is very intelligent and bright. She and Caz stepped up to pilot Starship Eternia when the Galactic Guardians were busy elsewhere and word had to be taken to He-Man immediately to hurry back and save Primus. Since then, Mara has risen in skills and stature and can be counted on to help out whenever there's trouble. She reached the pinnacle of her career when she was made the Priman Ambassador on a visit to Necron and shortly after became Queen of the Mytes! Alongside her loyal friends, Mara fights against Crita and the Gleanons with her ponytail mace that's capable of swinging the advantage to their side!



CARTOON CORNER Mara was a character created for the 1989 cartoon series *The New Adventures of He-Man*. Despite being the most prominent female in the series,

she was never given an action figure in the accompanying toyline, although a prototype figure did eventually surface. The prototype sported armor and a bare midriff that did not completely match the character's cartoon design. Mattel borrowed design elements from both the prototype and her animated look when creating the MOTUC Mara figure.



ACCESSORIES



MOTUC #182 • AFFILIATION Galactic Protectors • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2015) • **RELEASE TYPE** Carded Figure



HAIR TODAY The length of Mara's hair could be altered by separating it at the gold band and reattaching the mace weapon at the end. At its full length, the figure could hold it like a weapon.

WELL ARMED Mara came with two accessories. The first was a staff weapon which sported a mace on one end to match her ponytail and wrist guard, with a short blade on the other end.



SHIELD ME Mara's second weapon was a shield that was adorned with a motif to match the gold and magenta portions of her costumes. The shield's clip was sized to fit on her left arm gauntlet, but did not fit on the right arm.



SAME AS Mara utilized the standard female shoulders, biceps and hands, along with Battleground Teela's upper left leg.

TRIVIA

The following copy was written for Mara's sales page on MattyCollector.com: "Shampoo, conditioner, mace polish... this Galactic Protector has everything she needs for good grooming. Her powerful ponytail packs a punch, and she employs it to eliminate enemies in swift style! Mara of Primus arrives with her extendable mace ponytail, a shield, and a staff."



Mara was the first all-new female *New Adventures of He-Man* character produced in *Masters of the Universe Classics*. She would later be joined in the line by Crita, another female who made her debut in the 1989 cartoon series.

Mara was the only *New Adventures of He-Man* figure released in MOTUC in 2015. The next one in the line would be Darius in May of 2016.

Pictured on Mara's cardback were Galactic Protector He-Man, Hydron, Icarius, Intergalactic Skeletor, and Galactic Protector She-Ra.



"BUZZ SAW" HORDAK

Ruthless Leader with Blaster Blade



REAL NAME Hec-Tor Kur **BIO** After King Miro and Randor returned from exile in Despondos, the Three Towers returned to the surface signaling the time when the Second Ultimate Battleground would commence. To prepare for this battle, Hordak invaded Central Tower in an attempt to steal the secret of time travel. But without the Cosmic Key to channel the Tower's energy, Hordak's body was mutated, creating a Buzz Saw Blaster which could lash out at any enemy from his chest. During their final battle, Skeletor magically drained Hordak's essence, revealing the secrets and might of the Horde Empire. But in Hordak's last breath, while he appeared surrounded and defenseless, Hordak's buzz saw blasts were unleashed, striking out at Skeletor in a final cataclysmic blow! If not for a nearby Bionatops, Skeletor would indeed have perished and Hordak's revenge would be complete.



VINTAGE VAULT The vintage "Buzz Saw" Hordak was released in the original toyline's sixth wave in 1987. The figure, which was largely a repaint of the original Hordak figure, could launch a spinning blade accessory from its chest, and also came armed with a white crossbow.



Hordak

"Buzz Saw" Hordak



ACCESSORIES



TAKE TWO "Buzz Saw" Hordak was mostly a repaint of the original Hordak figure with a newly-tooled chest piece. Other differences included a brighter red cape, shorter furry loin cloth, and the lack of silver detailing around the cowl and armor.

MOTUC #183 • AFFILIATION The Evil Horde • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2015) • **RELEASE TYPE** Carded Quarterly Figure

SAME AS “Buzz-Saw”

Hordak was comprised entirely of parts from the original Hordak figure with the exception of his newly-sculpted torso and the standard male furry loin cloth.



TRIVIA

The following copy was written for “Buzz Saw” Hordak’s sales page on MattyCollector.com: “He’s handy with the power tools, but don’t ask him to do chores around the house... he’s got other plans for those sharp spinning blades. ‘Buzz Saw’ Hordak arrives with a cross bow and a buzz saw that he can either hold or place in his chest.”



This was the fifth of six Hordak figures released in Masters of the Universe Classics. It was preceded by the original Hordak, Hurricane Hordak, Spirit of Hordak, and Hordak with Imp, and followed by Club Grayskull Hordak in 2018.

It was originally planned for this figure to include a new upper torso for Battle Armor King Hssss, but when that plan exceeded Mattel’s budget, the torso was released as part of a new stand-alone figure (Serpentine King Hssss) in 2016.

Pictured on “Buzz Saw” Hordak’s cardback were Dragstor, Multi-Bot, Extendar, Snout Spout, and Rio Blast.

ALL THE BUZZ The vintage “Buzz Saw” Hordak figure had a lever on its back that, when pushed down, would cause the panel on his chest to pop open and launch the buzz saw accessory. The MOTUC version of the figure lacked this action feature, although he did still sport a chest panel that could be opened, with the removable buzz saw accessory stored inside.



DON'T CROSS ME This was the fourth time Hordak’s crossbow was released in MOTUC. It was previously released in dark gray (Hordak), silver (Weapons Pak 1: Ultimate Battleground Assortment), and white (Spirit of Hordak).



EVIL SEED

Evil Master of Plants



ACCESSORIES



REAL NAME Sero Malusto **BIO** Created by Moss Man to aide Grayskull in the Great Wars against King Hssss and the invading Horde armies, Evil Seed betrayed his master and turned to evil, finding joy in corrupting all forms of plant life for his own amusement. Catching up with his vile creation, Moss Man imprisoned him in enchanted chains, keeping him restrained for many millennia. Sero was eventually freed by Orko, whose curiosity led him to regrettably release the evil master of plants. Now an enemy of He-Man and the Masters of the Universe, Evil seed fights to corrupt all plant life, using his twisted vines in deadly combat!



CARTOON CORNER Evil

Seed was a character originally created for the Filmation *He-Man and the Masters of the Universe* cartoon, where

he appeared in a single episode titled, appropriately enough, "Evilseed." The version of the character first released in MOTUC, however, was based on his redesign for the 2002 MYP MOTU reboot cartoon series, where he appeared in a total of three episodes. The Filmation design of the character was eventually released in MOTUC as part of the Club Grayskull series.



MOTUC #184 • AFFILIATION Council of Evil • **SUBSCRIPTION** 2015 Club 200x • **PRICE** \$26
• **ORIGINAL FIGURE RELEASE** MattyCollector.com (August 15, 2015) • **RELEASE TYPE** Carded Figure



WELL ARMED Evil Seed's vine accessory was designed to wrap around either of his arms and be held in his hand, replicating his plant-generating powers. The accessory could be stored between two spikes located between the figure's shoulder blades.

LONG LIVE THE KING Evil Seed's second accessory was the Scepter of Power. The Scepter of Power, handed down through generations of the Royal Family of Eternia, was introduced in "The Magic Falls," the 131st episode of the Filmation MOTU cartoon series.

SCEPTER OF POWER

Enchanted Standard of the Rulers of Eternia



Since before the Treaty of the Three Towers, the rightful Kings and Queens of Eternia have wielded the Scepter of Power. Bonded to the magic of the Star Seed, the Scepter brings a blessing of life and renewing energy to Eternia's Light Hemisphere. While the Scepter was lost during the 2,000 year long Age of Sorrow when the line of kings was thought to be broken, it was recovered from thieves in the underground city of Arachnia by rightful King Elden and the Eternian elemental Moss Man. The villainous Evil Seed, who craved the Scepter's life-giving magic, was behind the theft and swore to one day regain it. By the time of Elden's descendant King Miro and his wife Queen Amelia, the Scepter had restored much of their shining realm to its proper glory. During the reign of King Skeletor, Evil Seed again stole the Scepter, but Moss Man and He-Man defeated him and

hid it within Castle Grayskull. Later, after the Reawakening, Miro's granddaughter She-Ra brought the Scepter's healing power to the neglected Dark Hemisphere to forge new and lasting peace on Eternia.

TRIVIA

Evil Seed was the second of six figures released in Club 200x. He was the only one of the six figures to not be an original creation for the 2002 cartoon, but was instead a redesign of an existing Filmation character.



The original Filmation design of Evil Seed, which differed greatly from the 200x redesign of the character, was given its own action figure in the Club Grayskull line in 2016, where he served as the club exclusive figure for the subscription.

Evil Seed utilized the standard smooth male torso, biceps, and upper legs. His torso overlay was not removable, and all other pieces appeared to be newly sculpted.

The official bio for the Scepter of Power was revealed on He-Man.org on March 18, 2019.

Pictured on Evil Seed's cardback were Moss Man, Orko, Skeletor, He-Man, and Man-At-Arms.



HEADS OF ETERNIA

Accessory Pack



BACKGROUND Despite what the title sounds like, this was not a multi-pack of action figures based on the various rulers of Eternia. It was literally a pack of six alternate heads that could be used on previously-released Masters of the Universe Classics figures. It included alternate heads inspired by the 2002 MYP MOTU cartoon and subsequent Mattel toyline as well as the NECA line of mini-statues. The pack included heads for Roboto (originally released in October of 2010), Grizzlor (November 2010), Buzz-Off (December 2010), Sy-Klone (April 2011), Clawful (July 2011), and Snout Spout (November 2011). The Heads of Eternia accessory pack was the exclusive item for the Club 200x subscription and was sent to subscribers in August of 2015.



original head



ROBOTO Like the original Roboto head sculpt, the 200x Roboto head sculpt featured a moving jaw, behind which was some detailed circuitry. Other than the new head, there were no other details in the original Roboto figure that were a nod to his 200x redesign.



GRIZZLOR Before Grizzlor was originally released, ToyFare magazine showed some pictures of the upcoming figure, including a swappable faceplate that was based on the 200x NECA Grizzlor mini-statue. The faceplate was dropped from the final production figure, but a full head based on Grizzlor's 2002 redesign was included in the "Heads of Eternia" pack. Other nods to Grizzlor's 2002 redesign included his belt, his multiple weapons, and his backpack.



original head



MOTUC #185 • AFFILIATION Varied • SUBSCRIPTION 2015 Club 200x • PRICE \$26

• ORIGINAL FIGURE RELEASE MattyCollector.com (August 15, 2015) • RELEASE TYPE Carded Accessory Pack



original head



BUZZ-OFF The 200x Buzz-Off head sculpt was much more insect-like than the vintage version, particularly his long antennae. There were other nods to Buzz-Off's 2002 redesign included with the original figure, such as his long axe accessory and the extra appendages on his back.



SY-KLONE Sy-Klone's 200x head sculpt gave the character a more unique, sci-fi feel in comparison to his He-Man-esque vintage head sculpt, especially when paired with the 200x red ring already included with the original figure.



original head



original head



CLAWFUL Perhaps the most fan-demanded head sculpt of the six-pack was Clawful's, as the character was given a more menacing look in the 200x cartoon, especially when compared to his muppet-like vintage head sculpt. The original figure's only nod to the character's 200x redesign was the crab shell design of the back of his armor.



SNOUT SPOUT Last but not least, Snout Spout was given a head sculpt based on his redesign for his 200x NECA mini-statue. Unlike the vintage head sculpt, which had a trunk made of a pliable foam that had a tendency to tear, the new head sculpt's trunk was made of a solid plastic.



original head

TRIVIA

Early in the MOTUC line, a few figures, including Whiplash, Fisto, and Trap Jaw, came with alternate heads based on their 200x redesigns. At some point after the release of Whiplash, Mattel management decided that they would no longer allow the release of these alternate looks, as they viewed the 200x toylines as a failure. Sometime later, Mattel reversed their stance and began allowing more 200x-inspired items in MOTUC, finally announcing this "Heads of Eternia" pack at New York Toy Fair 2015.



Of all the MOTUC subscription-exclusive releases, the "Heads of Eternia" was the only accessory pack; all other exclusives were 6.5" carded figures like Preternia Disguise He-Man, Shadow Weaver, and Oo-Larr.

Pictured on the Heads of Eternia cardback were (appropriately enough) Roboto, Grizzlor, Buzz-Off, Sy-Klone, Clawful, and Snout Spout.



SAUROD

Evil Spark Shooting Reptile



REAL NAME C'Ngrel Chouluth **BIO** A Klybian Lizard Man from the planet Draphos, Saurod the Terrible broke out of Prison Star and rode a meteor shower across the solar system to Eternia. As one of the three reptilian races whose DNA was spliced to create the Snake Men, Saurod is a natural enemy of King Hssss and eagerly joined with his enemies. He was recruited by Skeletor in an attempt to boost his forces against his former master Hordak. Saurod fought for Skeletor during the Second Ultimate Battleground, slaying many snake warriors including Sssqueeze and Snake Face in hand to hand combat. Using his laser, Saurod also tried to steal the Cosmic Key from Gwildor to back in time and prevent the dilution of his species.



VINTAGE VAULT The vintage Saurod action figure (left) was released in the original toyline's sixth wave in 1987. The figure featured a lever on its back which, when pushed down, would cause the figure to emit sparks from its mouth. It came armed with a black gun.



SILVER SCREEN Saurod was a character created for the 1987 live-action

Masters of the Universe movie. He was subsequently given an action figure in Wave 6 of the vintage MOTU toyline. He was the third of the movie figures to be released in MOTUC (the first two being Blade and Gwildor) and was followed by Karg in 2018.



ACCESSORIES



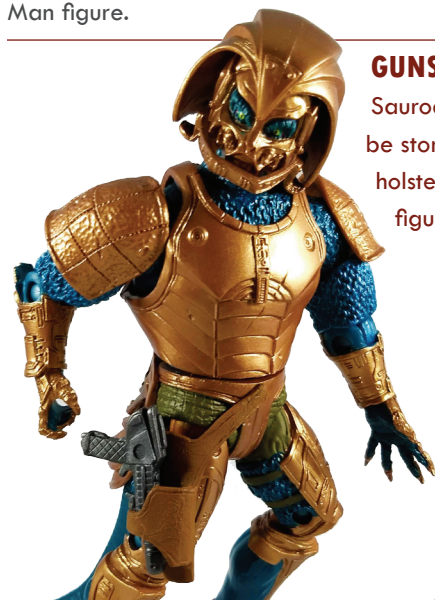
SAME AS Saurod utilized Bow's feet and Whiplash's scaly upper torso (hidden underneath his removable armor), but was otherwise comprised of all-new parts.

MOTUC #186 • AFFILIATION Evil Warriors • SUBSCRIPTION Club Eternia 2015 • PRICE \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (September 15, 2015) • RELEASE TYPE Carded Figure



WELL ARMED Saurod came armed with a gun that he could hold in his right hand (with his finger on the trigger). This was an update of the accessory included with the vintage figure.

TAILS I WIN The sculpt for Saurod's tail, which was not articulated, was identical to the tail sculpt of the previously-released Lizard Man figure.



GUNSLINGER
Saurod's gun could be stored in the holster on the figure's belt.



TRIVIA



The following copy was written for Saurod's sales page on MattyCollector.com: "Get ready for the scales to fly... it's lizard v. snake in a battle for power. Saurod likes to shoot first and ask questions never, and his desire to dominate has him gunning for Gwildor in pursuit of the Cosmic Key. Based on the '80s vintage toy, this raging reptile comes with his laser gun."

It could be difficult to tell the difference between Saurod's "skin" and his chainmail, which was close in color to his skin but also featured a slightly metallic finish. His upper chest (which was actually a part of his armor), shoulders, upper arms, and upper legs were chain mail; his face, neck, upper torso (under the armor), calves and tail were his skin.

Saurod was the last action figure from the vintage line's sixth wave to be released in MOTUC.

Pictured on Saurod's cardback were Skeletor, Gwildor, Blade, Beast Man, and He-Man.



KING CHOOBLAH

Heroic King of the Kulataks



REAL NAME K'Rudulak Chuboola **BIO** Once thought to be a mythical race, the savage looking Kulataks allied themselves with King Randor after Skeletor attempted to steal Eternium metal from their mines. Supplying the Masters of the Universe with this precious metal, the Kulataks helped build a new prison for Skeletor's Evil Warriors, King Chooblah later joined Randor's new Eternian Council, helping to unify the free people of Eternia against evil. Chooblah took up arms himself during the Second Ultimate Battleground leading three battalions of brave Kulatak warriors against the Snake Men and Horde armies. Their attack was the key to defeating King Hssss and destroying the Horde war machines. Wise leader of the Kulatak warriors, King Chooblah uses his claws and great strength to defeat evil enemies!

CARTOON CORNER King Chooblah was a character originally created for the 2002 MYP *He-Man and the Masters of the Universe* cartoon, appearing in a total of three episodes. Even though he joined the likes of Chief Carnivus and Lord Dactus in King Randor's Eternian Council, he was never given a proper name until his release as an action figure in Masters of the Universe Classics.



ACCESSORIES



SIZE MATTERS Thanks to Chooblah's newly-sculpted feet and the way they attached at the ankles, he was one of the tallest carded figures in MOTUC.

MOTUC #187 • AFFILIATION Eternian Council • **SUBSCRIPTION** 2015 Club 200x • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (September 15, 2015) • **RELEASE TYPE** Carded Figure

ALTERNATE VIEWS King Chooblah's furry collar/neck piece was removable.



WELL ARMED

King Chooblah's only accessory was his staff, which was based on the weapon he carried in his cartoon appearances.



SAME AS King Chooblah utilized Beast Man's furry upper torso, shoulders, biceps, upper legs, and calves. All of his other pieces were newly sculpted.



TRIVIA

The following copy was written for King Chooblah's sales page on MattyCollector.com: "This Kulatak elder knows a thing or two about getting his claws dirty, but it's all for a good cause. He stands king to king with the Eternian leader to fight their mutual foes and protect the peace. King Chooblah comes with an oversized walking staff."



King Chooblah was the third of six figures released in Club 200x.

When King Chooblah was created for the 2002 cartoon series, his design took several deliberate cues from Beast Man, in hopes that a Chooblah action figure could share parts with the existing Beast Man action figure. This explains why both characters wear a similar medallion around their necks.

Pictured on King Chooblah's cardback were Queen Marlena, King Rador, Chief Carnivus, and Lord Dactus (note that these characters are all members of King Rador's Eternian Council).

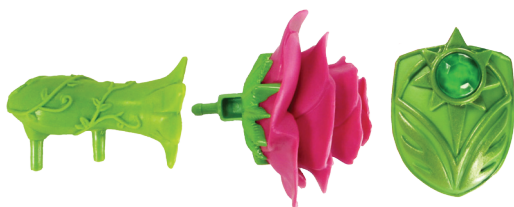


PERFUMA

Scent-Sational Flower Maiden



ACCESSORIES



REAL NAME Tara **BIO** Born on Etheria in an enchanted flower garden far, far away where sunflowers and daffodils danced, Tara was taught by the magical flowers to put people to sleep. She now uses this secret power to help She-Ra and the Great Rebellion. Whenever Catra and the Evil Horde try to make mischief she opens her petals into a beautiful blossom. As soon as enemies get a whiff of her perfume, all they want to do is fall into a deep slumber. She later used her power on Eternia, traveling with She-Ra to join the heroic Masters of the Universe in the continuing battle against Hordak. With power over everything that grows, Perfuma's enemies come near and are put to sleep with her floral aroma. Even Hordak couldn't stand the beautiful scents of Perfuma's magic and had to beg She-Ra to take her away!

VINTAGE VAULT The vintage Perfuma figure was released in the second wave of the Princess of Power toyline in 1986. The figure came with a flower backpack, green comb and shield. The MOTUC Perfuma figure was based heavily upon her Filmation POP cartoon design, while certain elements, such as her bracers and boots, were based upon her vintage action figure.



MOTUC #188 • AFFILIATION The Great Rebellion • **SUBSCRIPTION** Club Eternia 2015 • **PRICE** \$26
• ORIGINAL FIGURE RELEASE MattyCollector.com (October 15, 2015) • **RELEASE TYPE** Carded Figure



HATS OFF Perfuma's flowered headpiece was removable.

SHIELD ME Like her vintage counterpart, Perfuma came with the She-Ra shield cast in green plastic (with inset green jewel). Unlike the vintage figure, MOTUC Perfuma did not come with a comb.



WELL-ARMED The vintage Perfuma figure came with a gun (that also doubled as a backpack) that, with the push of a lever, could "bloom" a fabric flower. MOTUC Perfuma came with an updated, all-plastic version of this accessory. This new version separated at the bloom and could not be mounted on her back; it was also too heavy for the figure to hold up.



STOP AND SMELL THE ROSES Like Moss Man and Stinkor before her, Perfuma was scented. Her smell was distinctly floral. Both the figure and her gun accessory were scented.



ALTERNATE VIEWS Perfuma utilized the standard female shoulders, biceps, right hand, and upper legs, along with Catra's left hand. All of her other pieces appeared to be newly sculpted.

TRIVIA

With the release of Perfuma, Mattel successfully finished recreating in Masters of the Universe Classics every single figure released in the vintage Princess of Power toylines, with the exception of two versions of Catra (Scratchin' Sound and Shower Power) and one version of She-Ra (Starburst).



The following copy was written for Perfuma's sales page on MattyCollector.com: "Hey Hordak... sometimes you have to stop and smell the roses. Perfuma takes flower power to a new level and pushes 'Hordikins' to his breaking point with her blossoms and blooms. This scented figure arrives with her flower gun and shield."

This was the third time Catra's "scratching" left hand was used as another character's "spelling-casting" hand. The first two instances were Battleground Evil-Lyn and Castaspella.

Pictured on Perfuma's cardback were Hordak, Sweet Bee, Galactic Protector She-Ra, Bow, and Madame Razz.

